CSE440: Introduction to HCI

Methods for Design, Prototyping and Evaluating User Interaction

Lecture 14: Patterns

Nigini Oliveira Abhinav Yadav Liang He Angel Vuong Jeremy Viny





May 13	May 14	May 15	May 16	May 17
3a - Paper Protoype	Accessibility	Nigini's office hours	Patterns	Section
	[slides]	10:00 - 12:00	10:00 - 11:20 OUG 136	10:30 - 11:20 MGH 058
	10:00 - 11:20 OUG 136	Allen Center 338	3b - Heuristic Evaluation	11:30 - 12:20 MGH 058
				1:30 - 2:20 MGH 058
				2:30 - 3:20 MGH 058
				Reading 3: Usability Testing
				3c - Usability Testing Check-In (for
				Saturday)
May 20	May 21	May 22	May 23	May 24
	Interface Implementation	3d - Usability Testing Review	Recap and Exam Q&A Session	Section
	10:00 - 11:20 OUG 136	Nigini's office nours	10:00 - 11:20 OUG 136	10:30 - 11:20 MGH 058
		10:00 - 12:00		11:30 - 12:20 MGH 058
		Allen Center 338		1:30 - 2:20 MGH 058
				2:30 - 3:20 MGH 058
Mov 27	Mov 20	May 20	May 20	Mov 21
May 27	May 28 3f - Workshop	May 29	May 30 Exam	May 31 Section
3e - Digital Mockup	10:00 - 11:20 OUG 136	Nigini's office hours 10:00 - 12:00	10:00 - 11:20 OUG 136	10:30 - 11:20 MGH 058
	10.00 - 11.20 000 130	Allen Center 338	10.00 - 11.20 000 130	11:30 - 12:20 MGH 058
		Audit College Soc		1:30 - 2:20 MGH 058
				2:30 - 3:20 MGH 058
				3f - Getting the Design Right

Patterns

"... a general repeatable solution to a commonly-occurring usability problem in interface design..."

Patterns



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Red Hot Price for the Chili Peppers' New CD: \$11.88! Evolving after the popularity of Californication, the Chili Peppers release a new album featuring the hit song "By the Way".

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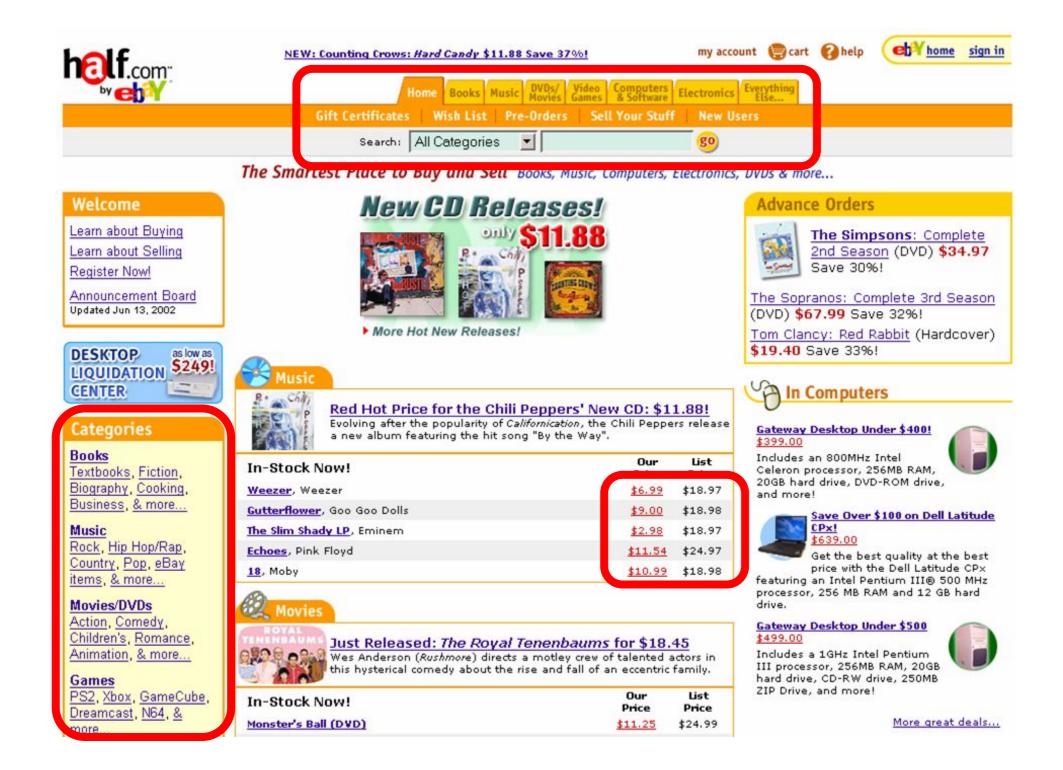
Includes a 1GHz Intel Pentium III processor, 256MB RAM, 20GB hard drive, CD-RW drive, 250MB ZIP Drive, and more!

More great deals...

What is this place about?



What can I do here?



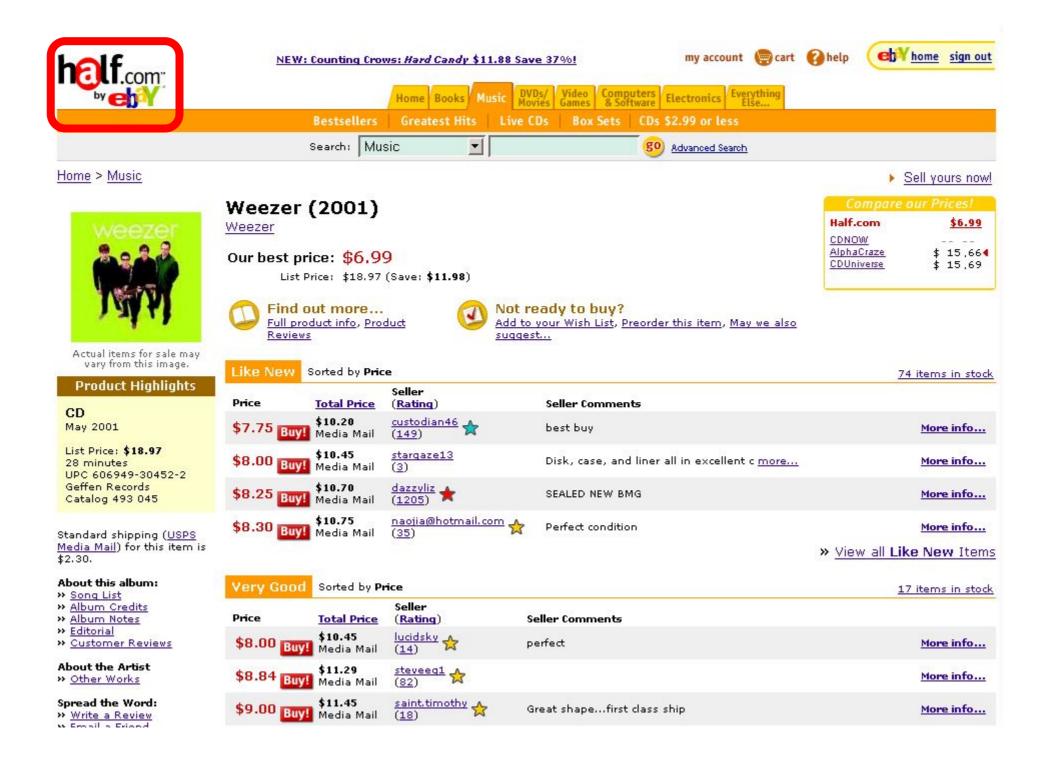
Information above the fold



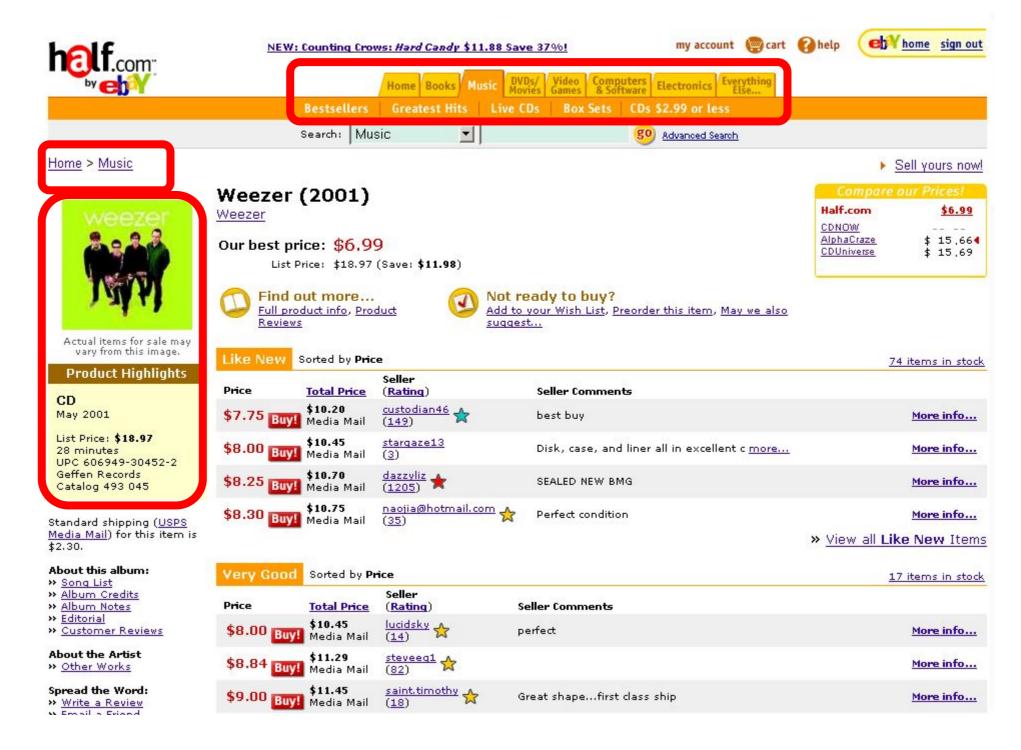
What if I choose a CD to buy?



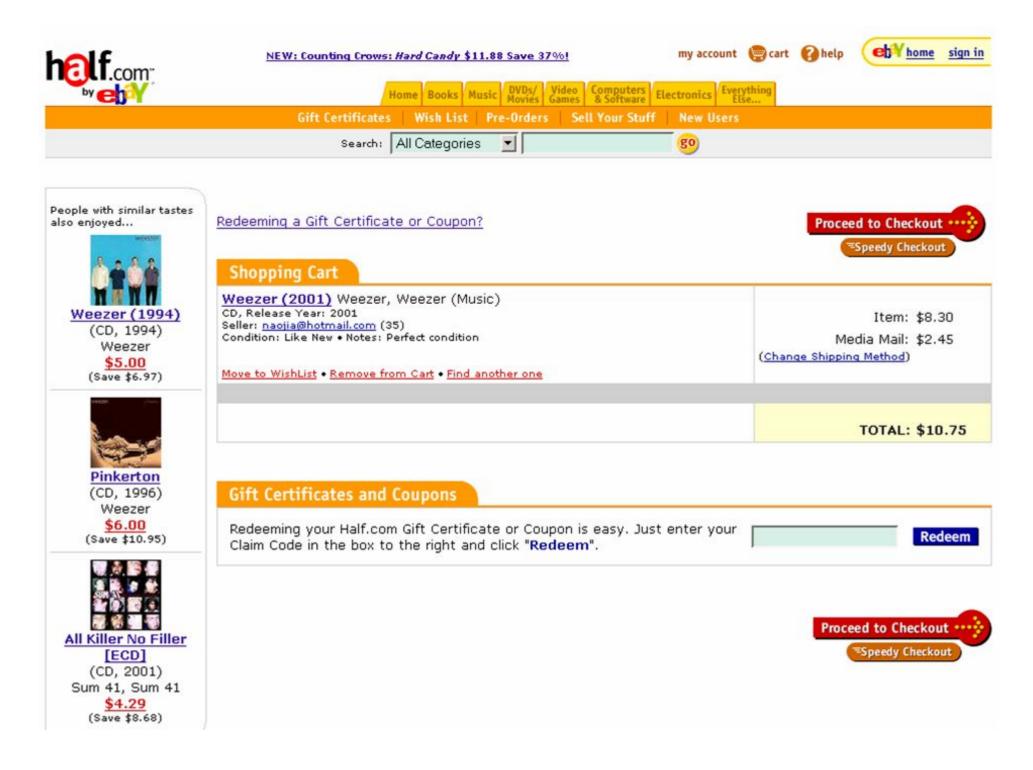
Consistency to reinforce branding



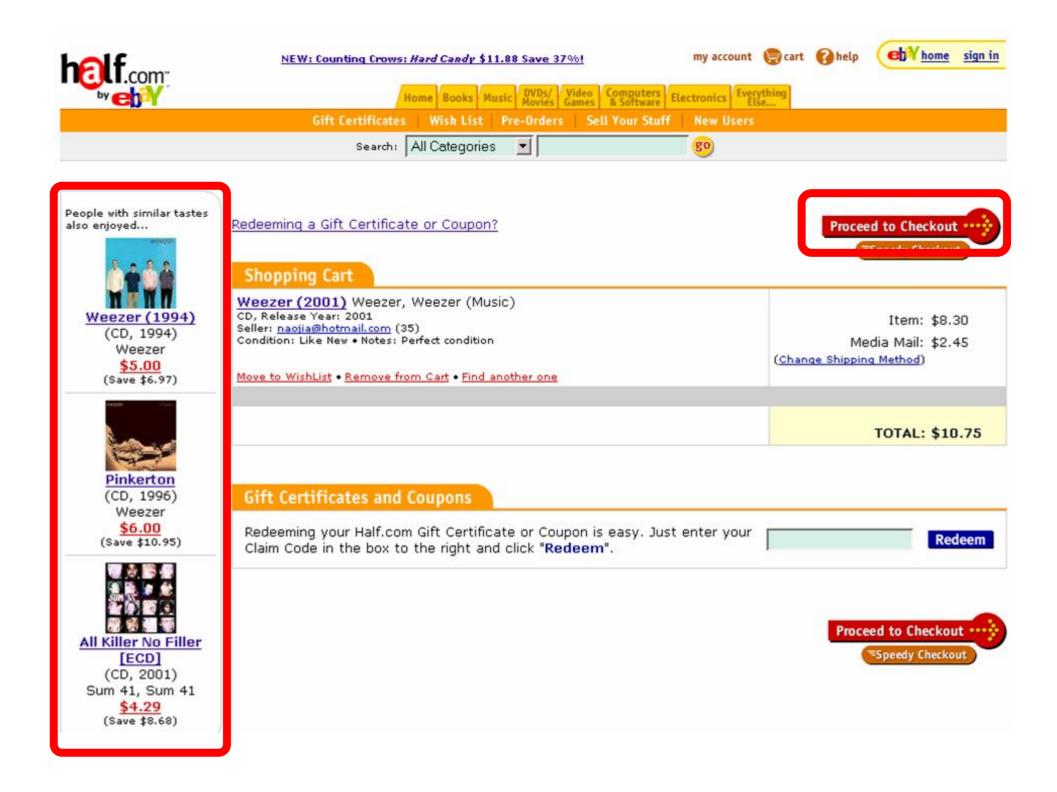
User location within a site



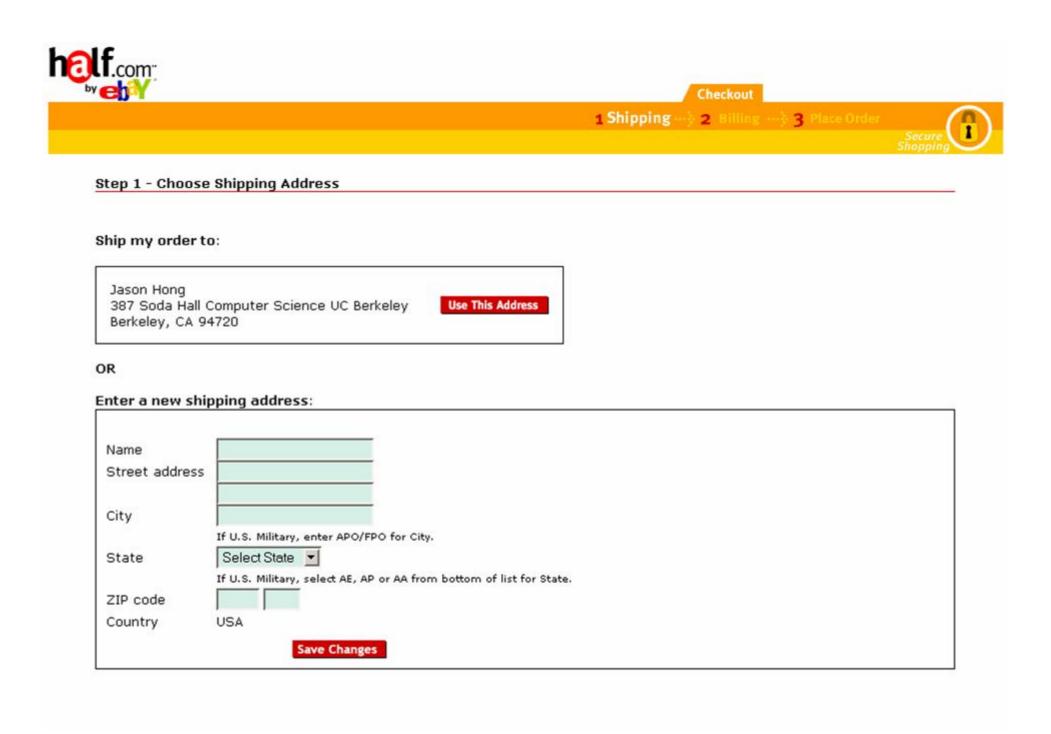
Clicked BUY: Do we still know where we are?



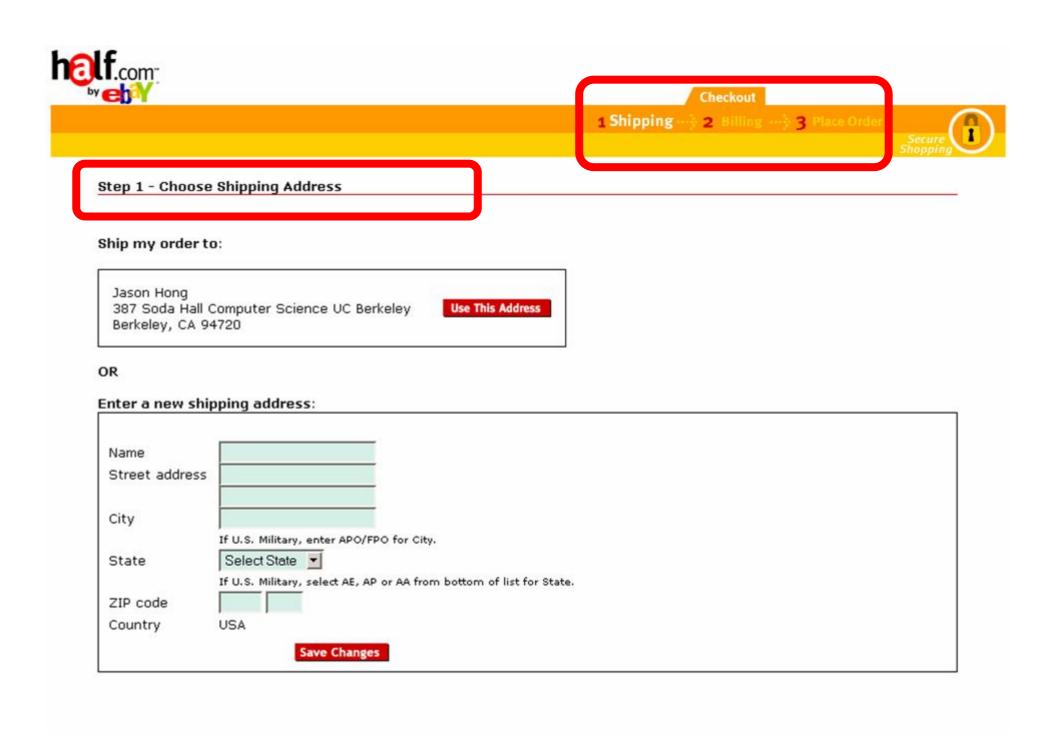
Do we know what can we do?



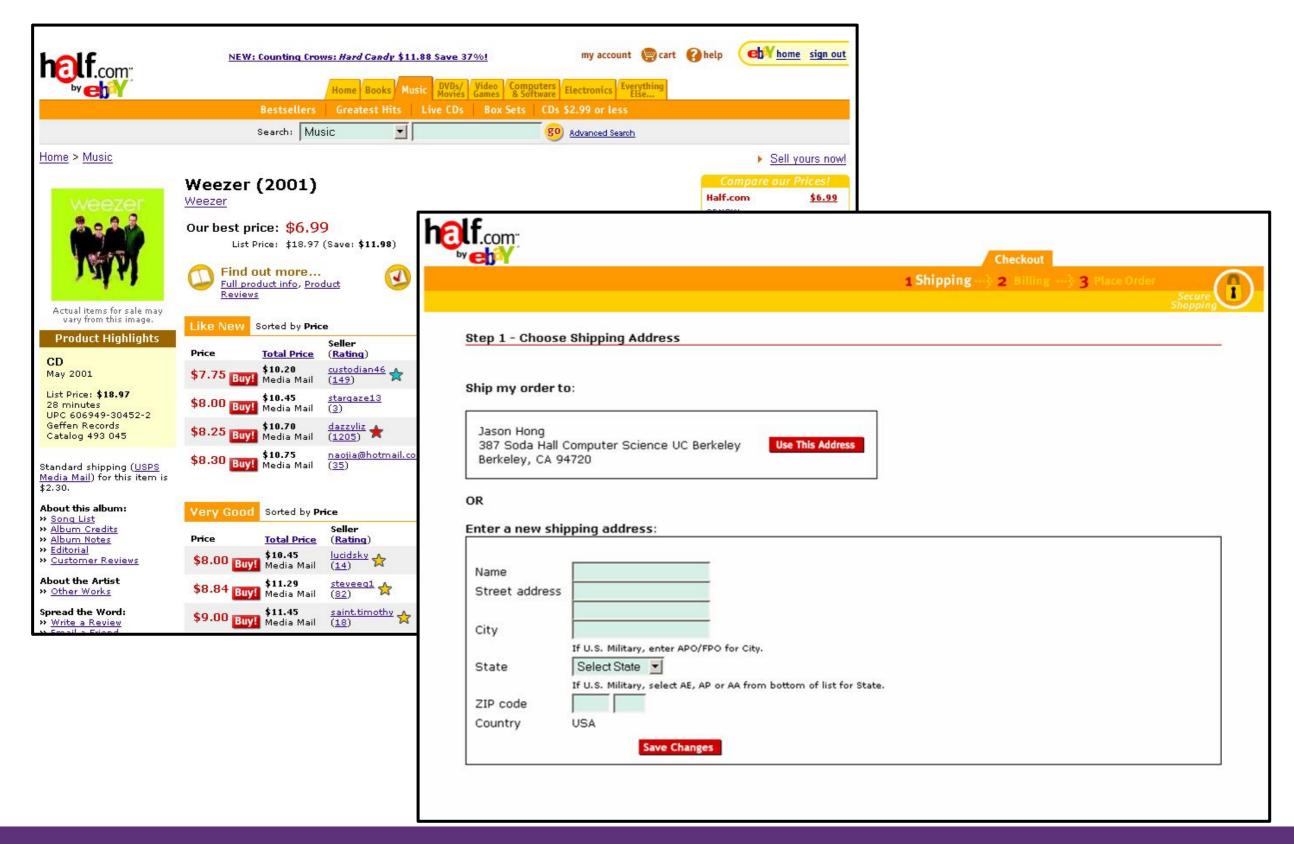
Where am I in the process?



Where am I in the process?

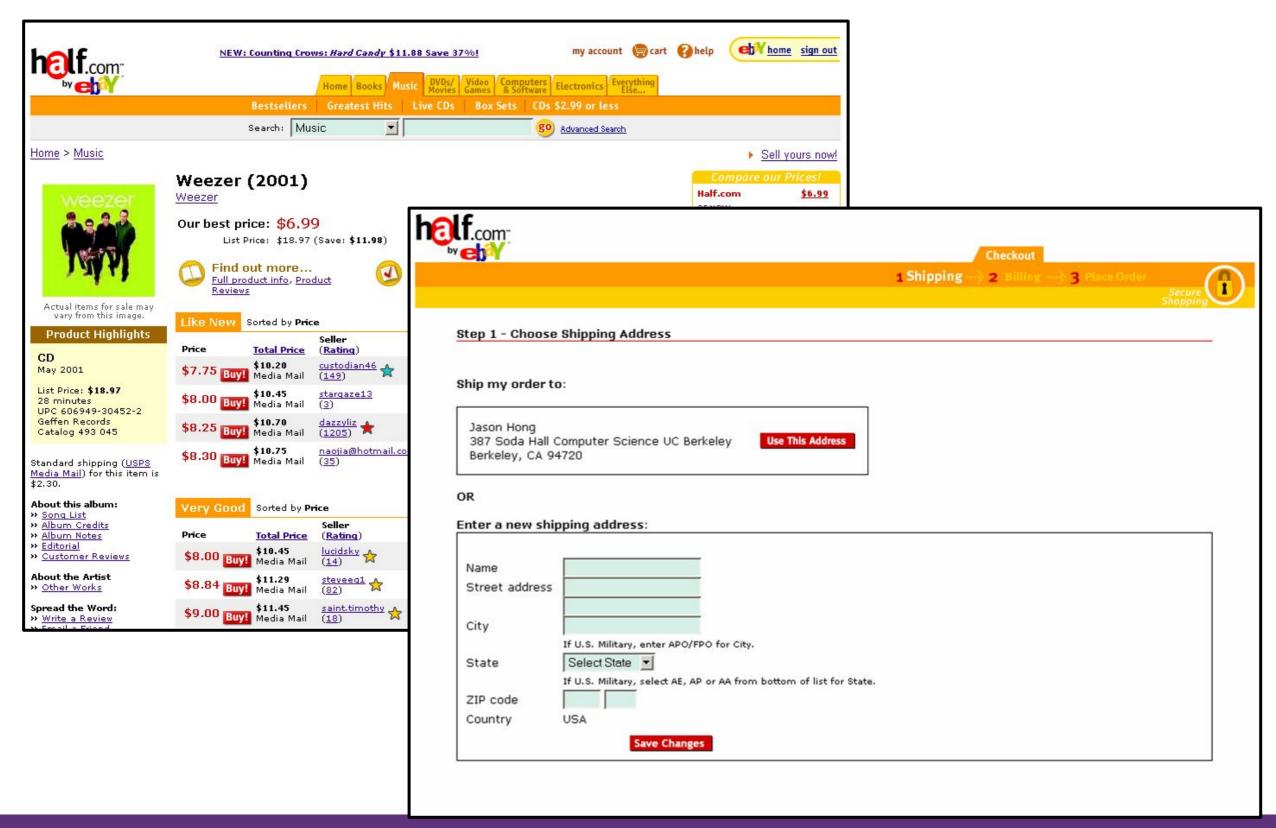


Noticed anything different?



Process funnel

Extraneous info and links are removed to focus customers



Why this completed outdated example?

Why this completed outdated example?

It's still the same today:)

Activity

5min

Go to your favorite shopping site and find the differences!

Design Equals Solutions

Design Equals Solutions

Designers often reinvent

Hard to know how things were done before

Why things were done a certain way

How to reuse solutions

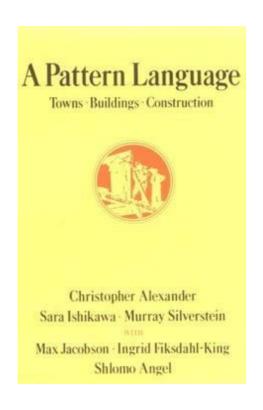
Design Patterns

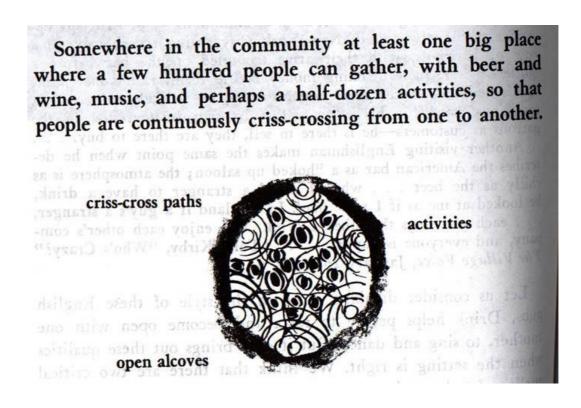
Design patterns communicate common design problems and solutions

A tool for knowledge sharing

Design Patterns in Architecture

Design patterns communicate common design problems and solutions

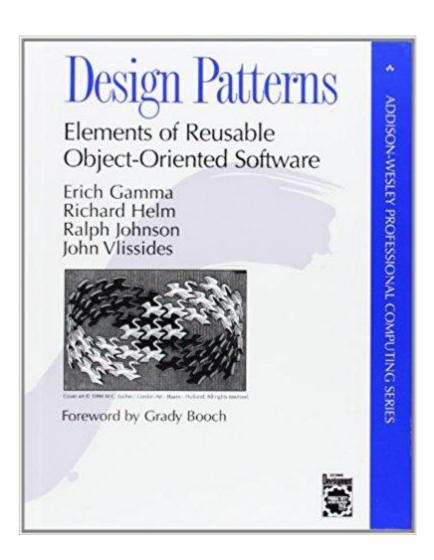




Design Patterns in OOP and software engineering

Nice patterns for creating reusable OO software.

The Gang of Four Book!



Using Design Patterns

Not too general and not too specific

use a solution "a million times over, without ever doing it the same way twice"

Using Design Patterns

Not too general and not too specific

use a solution "a million times over, without ever doing it the same way twice"

Design patterns are a language

For sharing the key elements of a solution

Beer hall is part of a center for public life

Beer hall needs spaces for groups to be alone ALCOVES

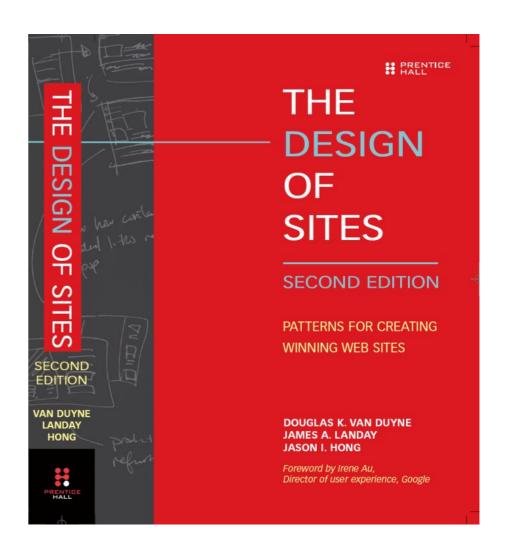
Web Design Patterns

Communicate design problems & solutions

how to create navigation bars for finding relevant content

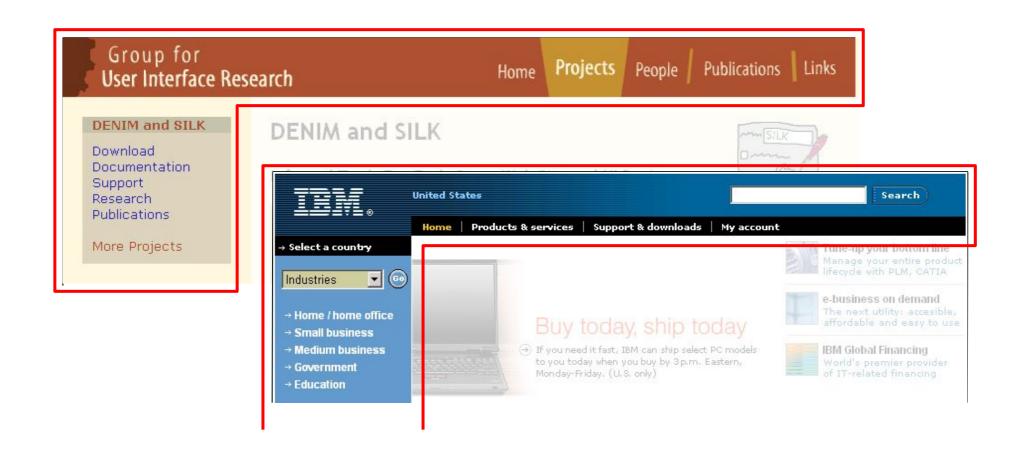
how to create a shopping cart that supports check out

how to make e-commerce sites where people return & buy

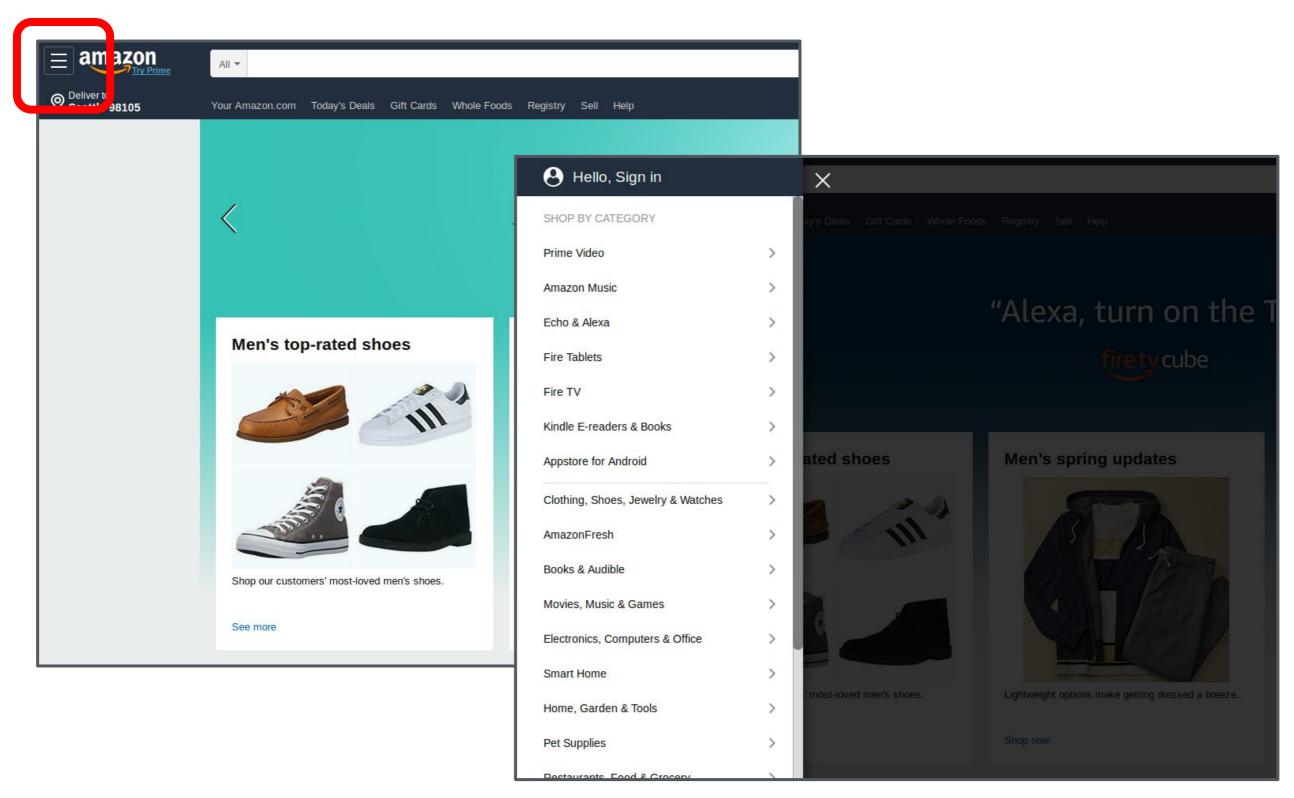


Navigation Bar (K2)

Problem: Customers need a structured, organized way of finding the most important parts of your Web site



Hamburger Menu



Patterns Support Creativity

Patterns come from successful examples

So successful that lots of people are familiar with their paradigms, interaction, techniques, and metaphors makes it work well across many sites (e.g., shopping carts)

Not too general and not too specific

You need to specialize to your needs

Patterns let you focus on the hard, unique problems of your design situation

Principles, Guidelines, Templates

```
Principles?
   patterns are not that general
Guidelines?
   patterns discuss trade-offs,
   show good examples, and tie to other patterns
Style guides?
   patterns are not too specific,
   can be specialized to a design
Templates?
   patterns illustrate flows and relationships among pages
```

Patterns help design without over-constraining

UI Pattern Form

Problem: Problems are related to the usage of the system and are relevant to the user or any other stakeholder that is interested in usability.

Use when: a situation (in terms of the tasks, the users and the context of use) giving rise to a usability problem.

Principle: a pattern is usually based on one or more ergonomic principles such as user guidance, or consistency, or error management.

Solution: a proven solution to the problem.

Why: How and why the pattern actually works, including an analysis of how it may affect certain attributes of usability.

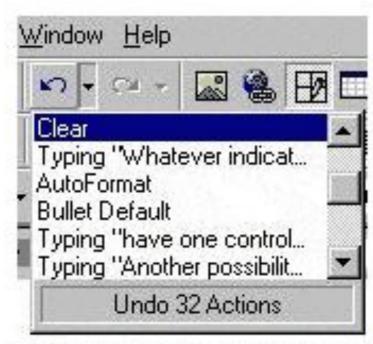
Examples: Each example shows how the pattern has been successfully applied in a real life system. This is often accompanied by a screenshot and a short description.

Implementation: Some patterns provide implementation details.

[•] Kruschitz, Christian, and Martin Hitz. "Human-Computer Interaction Design Patterns: Structure, Methods, and Tools." *International Journal on Advances in Software Volume 3, Number 1 & 2, 2010* (2010).

^{• &}lt;a href="https://www.interaction-design.org/literature/book/the-glossary-of-human-computer-interaction/interaction-n-design-patterns">https://www.interaction-design.org/literature/book/the-glossary-of-human-computer-interaction/interaction-n-design-patterns

Example of a UI pattern



Undo in Microsoft Word using a visualization of the command queue

Example of a UI pattern



Author Martijn van Welie http://www.welie.com/patterns/gui/undo.html

Problem

Users do actions they later want reverse because they realized they made a mistake or because they changed their mind.

Example of a UI pattern



Use when

You are designing a desktop or web-based application where users can manage information or create new artifacts. Typically, such systems include editors, financial systems, graphical drawing packages, or development environments. Such systems deal mostly with their own data and produce only few non-reversible side-effects, like sending of an email within an email application. Undo is not suitable for systems where the majority of actions is not reversible, for example, workflow management systems or transaction systems in general.

Both novice and expert users may want to reverse their actions, either because of mistakes or changes in intention. Expert users may want to use the history of their actions for more specific manipulation of the data in the application. For example, in a graphical modeling application, users may want to undo work on some specific object while keeping later work done on other objects.



Solution

Maintain a list of user actions and allow users to reverse selected actions.

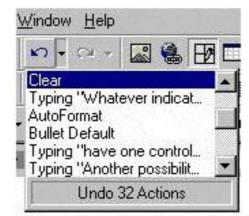
Each 'action' the user does is recorded and added to a list. This list then becomes the 'history of user actions' and users can reverse actions from the last done action to the first one recorded. This is also called a Linear Multi-level Undo.



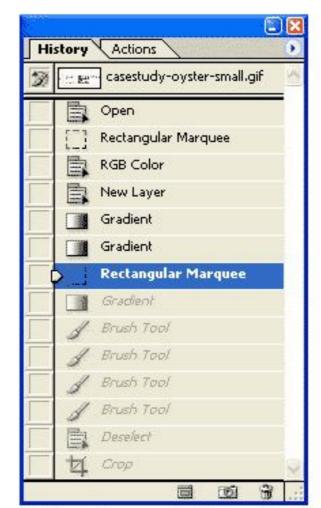
Why

Offering the possibility to always undo actions gives users a comforting feeling. It helps the users feel that *they* are in control of the interaction rather than the other way around. They can explore, make mistakes and easily go some steps back, which facilitates learning the application's functionality. It also often eliminates the need for annoying warning messages since most actions will not be permanent

Examples



As in all MS Office applications, in Word 2000 the users can see the history of their actions and undo one or more of them. The actions are briefly described and the users can select a range of actions to be undone. After selecting undo, users can even redo the actions.



In Photoshop a selective undo is also possible. By moving the slider, users can do the normal multi-level undo but they can also drag an action into the trashcan and thereby do a selective undo.

Operations that depended on that action are automatically deleted as well of they are not relevant anymore.



Undo in Microsoft Word using a visualization of the command queue

Implementation

Most implementations of multi-level undo are based on the Command (Gamma et al 1995) pattern. When using the Command pattern, most functionality is encapsulated in Command objects rather than in other controlling classes. The idea is to have a base class that defines a method to "do" a command, and another method to "undo" a command. Then, for each command, you derive from the command base class and fill in the code for the do and undo methods. The "do" method is expected to store any information needed to "undo" the command. For example, the command to delete an item would remember the content of the item being deleted.

More examples

Captcha

Problem

The application needs confirmation that the action that is about to happen is done by a human rather than an automated machine

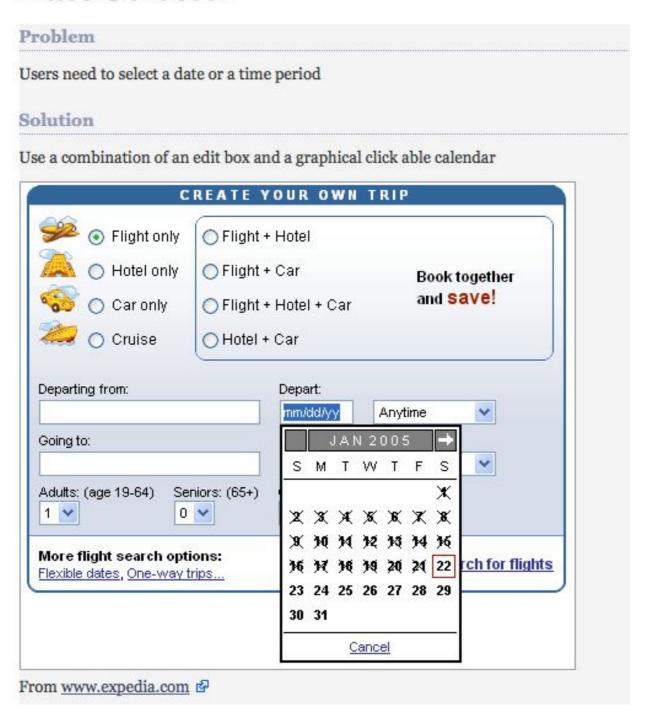
Solution

Present users with a mangled image containing numbers and letters that humans can still 'decipher' but is hard for machines to read.



More examples

Date Selector



Pre-patterns

Patterns require broad adoption and examples

Many version of the same basic idea

Shown successful in many contexts

That is what makes them patterns

This is challenging in novel domains

Pre-patterns are based in weaker evidence

Can help speed diffusion of techniques and results

Can help see relationships among ideas

Dark Patterns

A design that has been carefully crafted to trick people into doing things, such as buying insurance with their purchase or signing up for recurring bills.

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A design that has been carefully crafted to trick people into doing things, such as buying insurance with their purchase or signing up for recurring bills.

Example: Disguised Ads

Ads that are disguised as other kinds of content or navigation, in order to get users to click on them

Dark Patterns

A design that has been carefully crafted to trick people into doing things, such as buying insurance with their purchase or signing up for recurring bills.

Example: Disguised Ads

Ads that are disguised as other kinds of content or navigation, in order to get users to click on them

Example: Friend Spam

A site or game asks for your credentials, then goes on to publish content or send out bulk messages

Dark Patterns



After Lawsuit Settlement, LinkedIn's Dishonest Design Is Now A \$13 Million Problem

HOPEFULLY, THIS BILL BE A LESSON TO OTHER COMPANIES WHO USE DARK US PATTERNS TO TRICK THEIR USERS.

5 108 853 12K 15K

Anyone who has ever signed up, or even known anyone who has signed up, for Linkedin has probably found themselves on the receiving end of dopens of follow-up emails, inviting you to "expand your professional network." Even worse, they're sintually impossible to optout of it's a scurreny use of dark UK patterns by a company that should know better. Now, Linkedin is going to be paying for it as part of a class-action lawout, to the turse of \$13 million.



Presented in San Jose's U.S. District Court, the key issue in Perkins a: Linkeolin is spare. Namely, during the user sign-up process, Linkeolin claims that it "will not store your password or email anyone without your permission." Despite this, Linkeolin sends automated follow-up, email reminders on a new user's behalf to any contacts harvested from their webmail accounts, which are presented in such a way as to appear as if they came directly from the user.

Under California law, the sitting judge says has deemed this illegal.

Consequently, if you were a member of Linkedin's "add connection" program between September 2011 and October 2004, you can submit a claim to get a payout.

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Pattern exercise

In preparation for the exam:

Read and answer the handout.



Pattern library

All patterns are listed here. It's quite a bunch of them, but I have tried to group them meaningfully.

User needs

Patterns that meet a direct need of the user.

Navigating around

- · Accordion
- · Headerless Menu
- · Breadcrumbs
- · Directory Navigation
- Doormat Navigation
- · Double Tab Navigation
- Faceted Navigation

Searching

- · Advanced Search
- · Autocomplete
- · Frequently Asked Questions

(FAQ)

- · Help Wizard
- · Search Box
- Search Area

Shopping

- · Booking
- · Product Comparison
- · Product Advisor
- · Product Configurator
- · Purchase Process
- · Shopping Cart
- · Store Locator

Ask me something!